

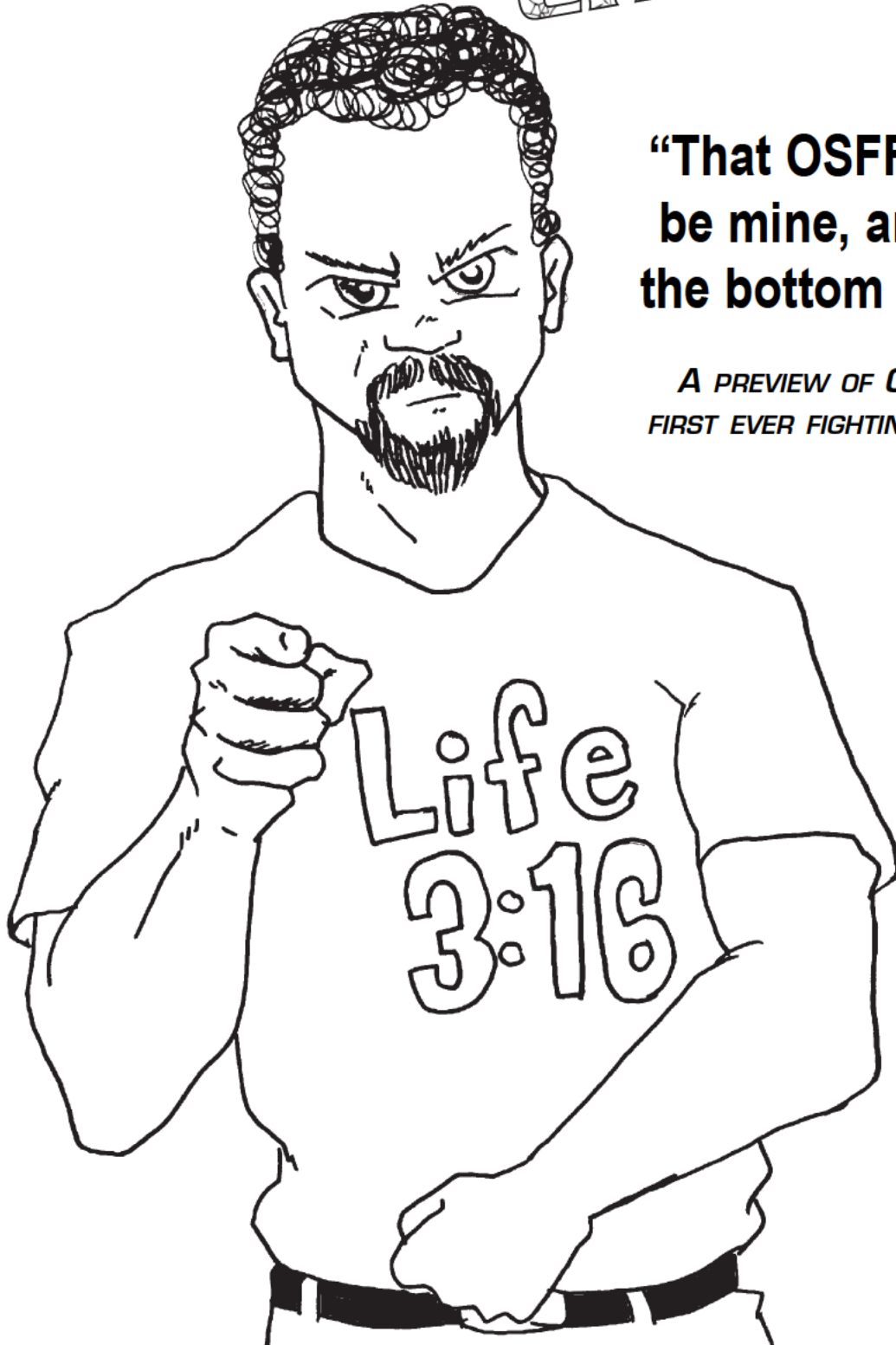


THE MONTHLY NEWSLETTER OF  
THE ON SCREEN ORGANIZATION  
COVERING GAMES, ANIMÉ, & MORE  
VOL. 1 • No. 8 • FEB. 1998

# ON SCREEN CHAOS



ALL TITLES, CHARACTERS, AND  
DISTINCTIVE LIKENESSES THERE-  
OF ARE TRADEMARKS OF THE  
RESPECTIVE COPYRIGHT OWNERS.



**“That OSFF belt will  
be mine, and that’s  
the bottom line, son!”**

*A PREVIEW OF ON SCREEN’S  
FIRST EVER FIGHTING TOURNAMENT*



A MONTHLY NEWSLETTER  
COVERING VIDEO GAMES, ANIMÉ,  
AND OTHER INTERESTING STUFF  
VOL. 1 • No. 8 • FEB. 1998

# ON SCREEN



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## WELCOME!

Greetings loyal followers! Well, despite brother Xot's hands being full with his little addition and the ol' Shred Man's newfound interest in the 'Net, things are starting to shape up a bit around HQ— wherever that is.

This time around we're about ready to begin On Screen's fighting game championship tournament, in which one of our members will be declared On Screen Fighting Federation champion.

Plus, we continue to delve into the realm of animé and our retro wizard Xot has a special look at the oft-overlooked Atari 2600 Paddle games. (You remember Paddles, don't you?)

And, as always, On Screen is looking to expand its membership, so tell a buddy. And thanks again for hanging with the clique.

**-SHAWN "THE SHRED MAN" DUMAS**  
On Screen Columnist

Xot's

## CLASSIC Perspectives on Retrogaming

CORNER



### Xot's Top Ten Atari 2600 Paddle Games

The Paddle games for the 2600 are often overlooked by the casual collector, because it's tough to find a pair of paddles that are in perfect working order. Usually, a little WD-40 or just tightening up the knobs fixes them up, but not everyone cares enough to do this (sad, but true!). So this month, I've decided to pay tribute to those oft-ignored games by coming up with my own personal Top Ten Paddle Games.

10. **G.I. Joe: Cobra Strike.** This game is great for the sheer silliness factor. The only game I know of that uses both the paddles and the joystick, it warps the G.I. Joe storyline into a game of video dodge ball. The first time I saw this, I cracked up: the military organization Cobra is actually a giant, spitting cobra. I loved it!

9. **Astroblast.** The only game I know of that has the option of using paddle or joystick. Great both ways, but more precise control and variable speed with the paddle. This straightforward shooter starts out hectic and becomes simply maddening. One those games that you really need to be in the "groove" for.

8. **Breakout.** The granddaddy of the hit-the-ball-with-the-paddle games. The original Breakout features my favorite option: Breakthrough. It's just so satisfying to watch the ball smash through an entire wall and come shooting back at high speeds. Not as easy as it initially appears.

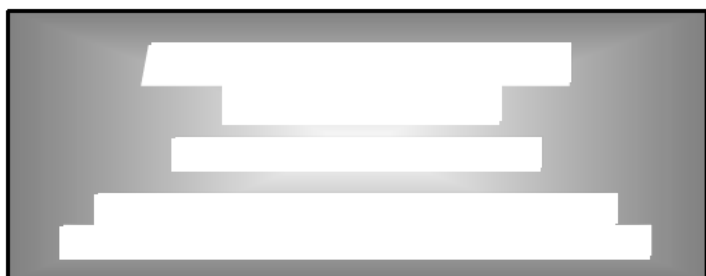
7. **Warlock.** Another interesting variation on the Galaxian-style shooter. Enemies attack in formation, and each wave features an increasingly annoying Asteroids-style chirping sound. It's really not much of a game, to be honest, but sit down in front of it and the hours can go by quicker than you think.

Continued on Page 4

## News FLASH!

It's with mixed reaction that we report that rumors are indeed true: WalMart is ceasing to carry Sega Saturn games. While on one hand it's sad that major chain stores are giving up on one of the 32-bit systems so quickly, it's also a great opportunity to pick up all those mediocre Saturn titles that you wouldn't pay \$20-\$30 for, but you'll gladly pay \$4.96 for. Not all titles are reduced this drastically, but there's enough to make it worth a trip around to all the nearby stores. Most of the reductions are still great deals (Mega Man X4 for \$20) but some games are still priced foolishly (Night Warriors for \$54, Mortal Kombat II for \$30). Either way, now's the time to snag 'em before they're gone.

Could this be the first sign of another video game crash? Reminds me an awful lot of those days when I could pick up Atari 2600 games for 99¢ at Zayre's....



# Dragon Half a must-see medieval misadventure

**SHAWN "THE SHRED MAN" DUMAS**

On Screen Columnist

From the moment I first saw the preview, I knew this would be one of my all time favorites. Dragon Half has to be one of the silliest and most hilarious things I've seen in a long time.

The story is about a lil' girl named Mink whose father was a great dragon-slayer and whose mother is a red dragon. If that's not enough, there's a vengeful king who wants to marry the red dragon himself!

However, Mink gets caught up in the plot and chaos ensues.

The most unique and comical moments of the show are when the art style randomly changes from beautifully rendered characters to something a five-year-old could have drawn. It's so funny to see these cute little guys running around – you'll laugh out loud at their crazy antics.



Other important characters include Dick Saucer, the teenage heartthrob / singer / dragon killer, whom Mink has fallen head over tail for; Damaramu, the

dim-witted knight who is sent by the king to destroy Mink; Vina, the king's evil daughter who has a secret you just have to see for yourself; and the evil sorcerer Rosario, who's always got a plan or two up his sleeve.

This is also a great one to make fun of the Japanese voices. Xot and myself both go around singing "Saucer!", imitating the sword slinging singer. This movie is just all too quotable (unfortunately, we can only quote the English).

This is a must-see film! Anyone who has a shred of a sense of humor will find something to laugh at. The only real drawback is its rather high price tag.



The two faces of Mink, leader of the Dragon Half clan.



Mappy!

Say **WHA???!!**

Some of our favorite interpretations of assorted fighting game quotes. Submissions welcome! If you don't get it, you haven't played the game!

**"Grab My Legs!"** –Dimitri's enhanced fireball, Darkstalkers

**"Tool Kit"** –Chun Li's fireball, Super SF2

**"Go Away!"** –Terry Bogard's Power Wave, Fatal Fury 2

**"Old Pea Soup"** –Kim Kaphwan's Overhead Kick, Fatal Fury 2

**"What's Up Wit' Dat"** –Liu Kang running, MK Trilogy

**"X-Y-Z"** –Cyber Ninjas getting hit, MK Trilogy

# Bubble Bobble CD a retro-gamer's delight

*Bubble Bobble pales in comparison to addictive Rainbow Islands*



**System:** Sega Saturn

**Publisher:** Acclaim

**Release Date:** 1996

**TONY "XOT" MORSE**  
On Screen Editor

When this disc first came out, it was marketed almost as if it were a brand new game... and with a brand new game's price tag. Now that it's quite dated, the Bubble Bobble CD is worth picking up.

*Bubble Bobble also featuring Rainbow Islands* is just that: Bubble Bobble and Rainbow Islands on the same disc. And to make it seem like you're getting more for your money, they threw in *Rainbow Islands Enhanced*, which, as far as anyone has been able to tell, is only Rainbow Islands with more modern graphics, brighter colors and rendered backgrounds. It's not a true 'collection' CD, so virtually no one paid \$50 or so for it. But I gladly paid \$10.

Bubble Bobble is the classic bubble bursting game featuring Bub and Bob, the bubble-blowing dinosaurs. The object of the game is simple: work your way through 100 levels by capturing your enemies in bubbles and then bursting them. Each level presents its own set of obstacles and unique array of enemies. There are also dozens upon dozens of point-grabbing items to entice the greedy.

That's it, that's the whole game. The graphics are by no means spectacular (even by the standards of its day), but the game has that certain addictive quality that makes you want to keep playing, almost like, "This game is stupid! I should be able to get farther than

this!" So you keep trying until you do. And the limited number of continues (3, 6, or 9) forces you to actually get better at the game, rather than just beat it by sheer force of will. The game's physics work against you as well: you need a fairly clean shot to hit your enemies with a bubble, but they can kill you by just barely brushing against you.

Where this disc really shines, though, is *Rainbow Islands*. Billed as "The Story of Bubble Bobble 2," it bears virtually no resemblance whatsoever to its prequel. But that's not at all a bad thing.

*Rainbow Islands* is a vertical-scrolling platformer that is best described as a combination of Kid Icarus and Donkey Kong. You control a kid who shoots stars that form rainbows, which you can then walk on to move upward, or destroy by jumping on them. Enemies are killed when hit by the star or trapped under the falling rainbow. Each level is completed when you reach the top, and each world has a silly-looking boss tacked on to the end of it.

This isn't your typical, late-80s platformer. The rainbows have unique physics; you automatically climb them to the top as soon as your feet hits the arc, and moving at all past the center of the rainbow makes you slide off it. This can be extremely frustrating at first, especially when trying to navigate while tossing rainbows in mid-air. Jumping and moving are nothing like those Mario style games you may be used to.

This game is a lot of fun, because while combining a fresh variant on the platform theme, it features great level designs which require serious thought to navigate. You can't just blast your way through with the rainbows, or jump and dash and make it. You have to devise a strategy to cope with the layout of the obstacles and enemies. And yes, you are timed.

If you, like many of us, were addicted to Bubble Bobble in the early 80s, this is a game you should pick up. If you enjoy classic games in general, both titles will hold your interest for quite a while. But *Rainbow Islands* is a good enough game by itself to justify spending what most places are asking for this title.

## Often-overlooked Paddle titles finally get a little bit of recognition

Continued from Page 2

6. **Warlords.** The original party game, Warlords is simply four-player, competitive Breakout. And that's all it needs to be. If you can get two nice sets of paddles and four retro-gamers in the same room with this, you'll be spending the weekend.

5. **Night Driver.** So help me, I love this game. It's a basic, first-person perspective racer, with the "feature" of having the entire screen black. The winding and weaving of the road becomes eerily hypnotic after a while.

4. **Circus Atari.** A variation on our old friend Breakout, with the

added skill of flipping around a seesaw. Circus gives you some added strategy elements, since you can control, to a degree, the velocity of the clown. I spend way too much time screaming at this one.

3. **Super Breakout.** The ultimate in paddle-ball games, with four distinct games in one. There's your basic Breakout; Double and Cavity add the neat little twist of Multiball, and then there's the monolithic wall of Progressive, lurking ever closer, closer...

2. **Star Wars: Jedi Arena.** Now *this* is an innovative paddle game. The idea is to direct force blasts at your opponent's shield,

while using the paddle to control a lightsaber deflecting the blasts. This game scores big for originality alone. And two player versus contests can get really heated. One of my favorite 2600 games ever.

1. **Kaboom!** How could anyone deny that this is the best paddle game ever made. Such a simple concept: Catch the falling bombs. But Kaboom inspires such Zen-like concentration, you can literally fall into a trance while playing this game. It's the ultimate in pure reflexes. If you're ever contemplating suicide, just walk in front of the TV when a Kaboom player is on his last bucket at level 20 or so.



# On Screen Fighting Federation makes its debut

## On Screen's top fighting gamers go head to head to determine its first champion

On Saturday, January 31, the On Screen Fighting Federation will hold its first championship tournament. This tournament will determine the first ever, undisputed, King of Fighters among On Screen's membership.

The rules are simple. Each combatant will play two matches against each of his opponents in ten top fighting games. The champion is the man with the most total match victories. That's it. The games we've chosen are:

- Street Fighter II Turbo
- Night Warriors
- Super SF2 Turbo
- SF Alpha 2 Gold
- Battle Arena Toshinden
- Ranma 1/2
- King of Fighters '95
- Mortal Kombat II
- Marvel Super Heroes
- Samurai Shodown III

By the time you read this, the tournament will have concluded and our first Champion will have been crowned. We'll have those results and complete coverage of the tournament next issue (you know, lead time and all). Until then, here's some profiles of the competitors, those men you know and love as On Screen's contributing writers, editors, staff, and nobodies. Enjoy!



**Name:** Tony Morse  
**AKA:** Xot, Master Link, Grey Wizard  
**Date of Birth:** 07 Jun 74  
**Favorite Character:** Vega  
**Theme Music:** The Imperial March

Xot is the founder of On Screen and the reigning Editor in Chief (he always wanted to be an editor) as well as lead graphic designer. He wastes way too much time in front of his Mac playing with Quark, Stella and MAME. A self-admitted Shotokaner at heart, he now spends most of his time training his daughter to be his successor.

**Biggest Strength:** Got that Raging Demon motion DOWN!  
**Biggest Weakness:** Can't 360° to save his life



**Name:** Shawn Dumas  
**AKA:** The Shred Man, The Shredder  
**Date of Birth:** 08 Sep 74  
**Favorite Character:** Cammy  
**Theme Music:** New World Order

The Shred Man's current claim to fame is that he designed and constructed the On Screen Fighting Federation Championship Belt. He's also the man responsible for all the lovely, hand-drawn artwork we feature here. When he's not beating up Sephiroth, he's trying to beat up Xot and Happosai.

**Biggest Strength:** Well-Rounded with many different characters  
**Biggest Weakness:** Hasn't truly mastered any of 'em



**Name:** Neal Mulcahy  
**AKA:** Happosai, Sheng Long, Spanky  
**Date of Birth:** 29 Jun 77  
**Favorite Character:** Ken  
**Theme Music:** Street Fighter Arranged Mix

Happosai is undoubtedly the man to beat. With a wide repertoire of games he's mastered and the most hours logged in front of an SF2: Turbo machine (he owns one), Neal is the heavy favorite to win the tournament. When he's not pirating Playstation games, he's surfing the 'Net or hacking whatever's not nailed down.

**Biggest Strengths:** Reflexes, memory of moves, killer offense  
**Biggest Weaknesses:** Not defensive enough, often overly jump-happy



**Name:** Michael Troupe  
**AKA:** Svenyip no Baka  
**Date of Birth:** 11 Mar 74  
**Favorite Character:** Zangief  
**Theme Music:** Hell Frozen Over

"You must defeat my throws to stand a chance. Get lost, you can't compare with my throws. I will meditate and then throw you. Throwing fighters never lose battles. I'm the strongest thrower in the world. ... hey, you just KICKED me! That's CHEAP!"

**Biggest Strength:** Master of the Spinning Pile Driver movement  
**Biggest Weakness:** Getting within range to effectively USE said movement; often turns into a one-dimensional fighter. "It worked once, that means it should work for the rest of the fight!"



**Name:** Brian Dumas  
**AKA:** Bry Styler  
**Date of Birth:** 19 Aug 77  
**Favorite Character:** M. Bison  
**Theme Music:** Irreconcilably

Brian Dumas, the Shred Man's younger brother, is the requisite underling of On Screen. He often tags along on outings and hangs out with the rest of the crew when he's bored. The strong, silent type (well, silent anyway), Brian doesn't have the skills or experience of his opponents, but don't count him out.

**Biggest Strength:** Random button flailing works wonders for him  
**Biggest Weakness:** Hasn't played all the games in the tournament very much



# VF Kids provides inexpensive amusement

System: Sega Saturn

Publisher: Sega

Release Date: 1996

**TONY "Xot" MORSE**

On Screen Editor

There isn't a whole lot of detail I can go into about Virtua Fighter Kids. Basically, if you've played Virtua Fighter 2, you've essentially played VF Kids. There are some significant changes, though, and that undeniable cuteness factor just might make the average fan want to pick this up.

The main appeal of VF Kids is for fans of Japanese Super-Deformed animation, the same style as the characters in Puzzle Fighter. All the characters are drawn in a miniature, dwarf-like style with incredibly huge heads. While amusing, it also serves to change the physics of the game tremendously, as your limbs are now shorter, which means you need to be closer to your opponent in order for certain attacks to connect. Roundhouse kicks seem especially short-ranged. There are other cutesy elements, such as high-pitched voices and smiley faces in the backgrounds. And the intro movie alone is worth the price of admission.

VF Kids' real changes, though, are in the options department. You can now fight opponents in random

orders as well as the original, static VF2 sequence. All of the characters now feature fully animated endings, which can be viewed anytime after you initially earn them.

The most notable addition is the Combo Maker, in which you program key presses and joystick motions into a series of time slots, which you can set for any number of animation frames. The computer will then execute your programmed commands, to see if they will successfully combo. The purpose behind this, presumably, is that if you think you've figured out that move X combos into move Y, but can't do move Y fast enough,

you can ask the computer to do it for you to see if they actually *do* combo. This way, you don't waste time trying to practice an impossible move. The interface is really awkward, though, and it's difficult to determine how many animation frames relate to a specific amount of real time. It takes a while just to figure out how to program a standard special move. Unfortunately, I

don't see this feature being all that useful.

The bottom line is that this game is different enough from VF to be worth playing around with, but similar enough so that experienced VF players will be quite familiar with it from the get-go. It's not worth spending any real amount of money on, but if you look around hard enough, you shouldn't have to. It's worth owning simply because it's fun and cheap.



## The story behind how we choose our animé

**SHAWN "THE SHRED MAN"**

**DUMAS**

On Screen Columnist

Every once in a while, for no apparent reason, the members of the On Screen Animation Society will gather together at the mall and decide that it would be a good time for an "acquisition session." Often we will stand in front of the animé section for almost half an hour

deciding on exactly what will be added to our collection (which probably drives the salespeople nuts).

When deciding on what to pick up, there are a couple basic criteria that must be met. After that, anything goes! Firstly, the tape must be a good value. Animé is usually très expensive, and I don't like paying a dollar per minute of movie. We'll usually shoot for something that's under 20 bucks and over an hour long. Of course,

there are times when I just must splurge and shell out \$35 for a Ranma 1/2 tape.

After deciding on the value of the tape, we generally must decide on what kind of mood we're in, whether we want something serious or just plain ridiculous. Often, I'll pick up one of each 'cause I just can't decide.

Reading the back of the box sometimes lets us know how good a film is. We'll always check the parental discretion warning to insure that the film is sufficiently naughty enough for us.

Sometimes, the previews at the beginning of the tape really give the best indication of how good a movie will be. We've often sat wide eyed muttering "we must have this" to a preview, and when we actually see the film itself, it turns out to be one of our favorites.

Yet every so often, I'll just happen upon a random, harmless looking flick that I'd never heard of before, see that it's a fairly good length at a decent price, and I'll pick it up. A totally impulsive buy, no real expectations. That's how I got Ninja Scroll, and it is one of the clique's all-time favorites.

The end. I hate typing. It takes forever and my back hurts from hunching over the keyboard. More news later.

(Editor's note: This column marks the Shred Man's first work after finally acquiring a computer. Welcome to the technology age, brother!)

## TECHNOLOGY UPDATE

After a waiting period worthy of a Capcom home game, Quark XPress version 4.0 has finally been released. This latest version adds character style sheets, a bundle of Bezier tools, and text-shaped picture boxes to Quark's already impressive lineup of graphic design features.

What does this matter to you? Well, *On Screen* has finally managed to acquire its own copy of this brand new software gem. And that means you'll soon see some improvements in the graphic design of the newsletter, with whatever neat things Xot's twisted mind can come up with. Watch for these improvements to start popping up next issue. God, I'm gonna love this!